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(54) **ACTIVATION SEQUENCE USING
PERMISSION BASED CONNECTION TO
NETWORK**

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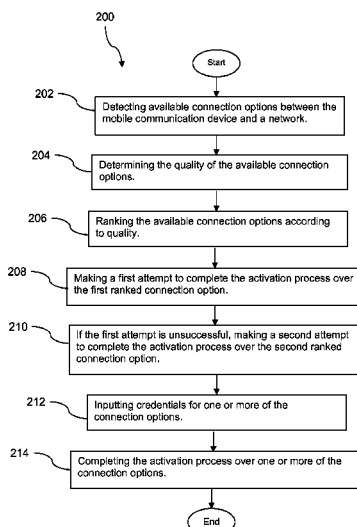
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(57) **ABSTRACT**

Embodiments of the disclosure are directed to methods and systems for establishing a network connection with a mobile communication device. A mobile device may comprise an activation application operable to detect network connection options. Additionally, the activation application may determine the quality of the connection options and attempt to establish a connection with the network via one or more of the connection options. The activation application may use the network connection to request and receive an activation payload, which may be used to complete the activation process. In some cases, the activation application may facilitate the input of credentials for one or more connection option.

16 Claims, 7 Drawing Sheets



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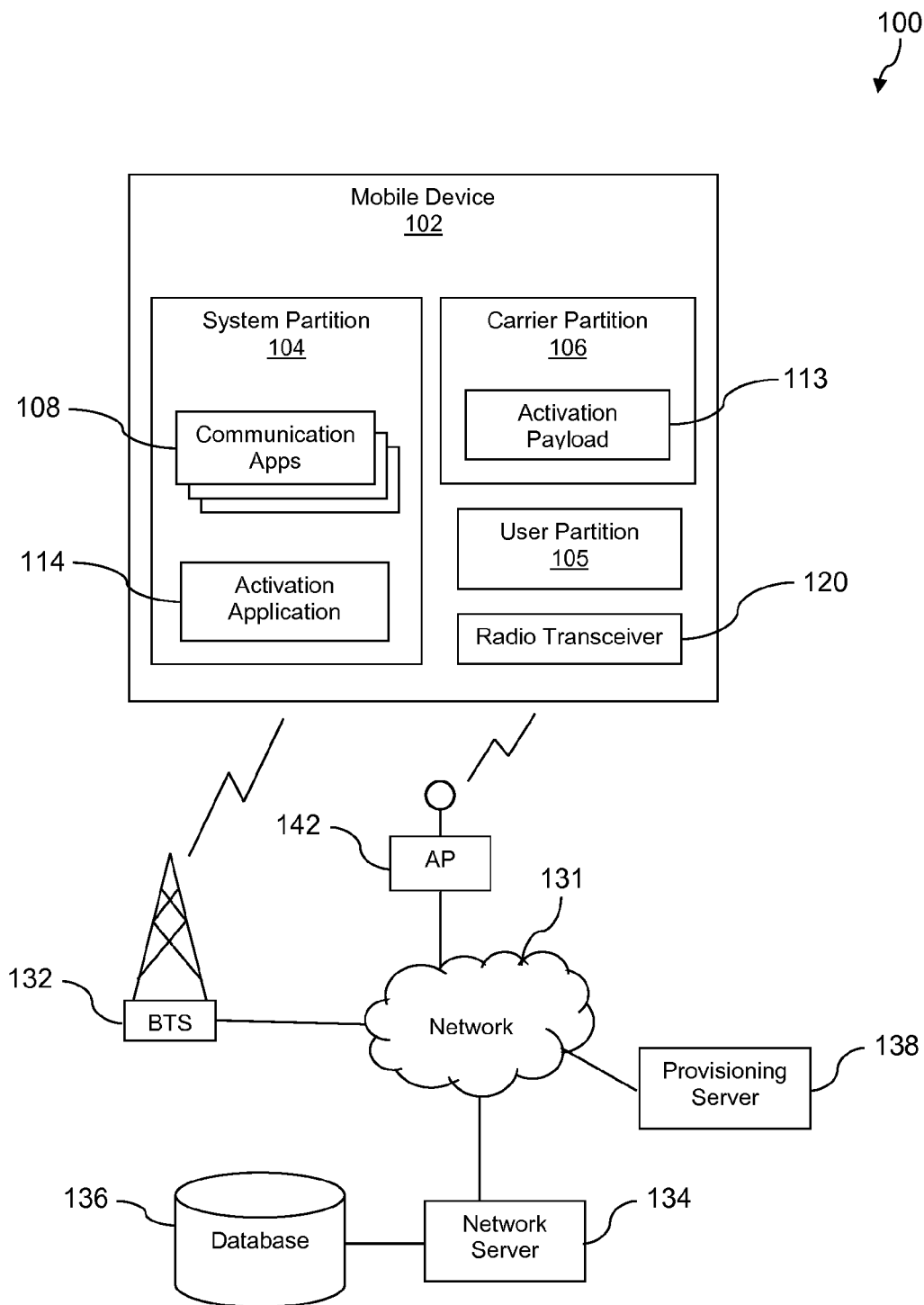


FIG. 1

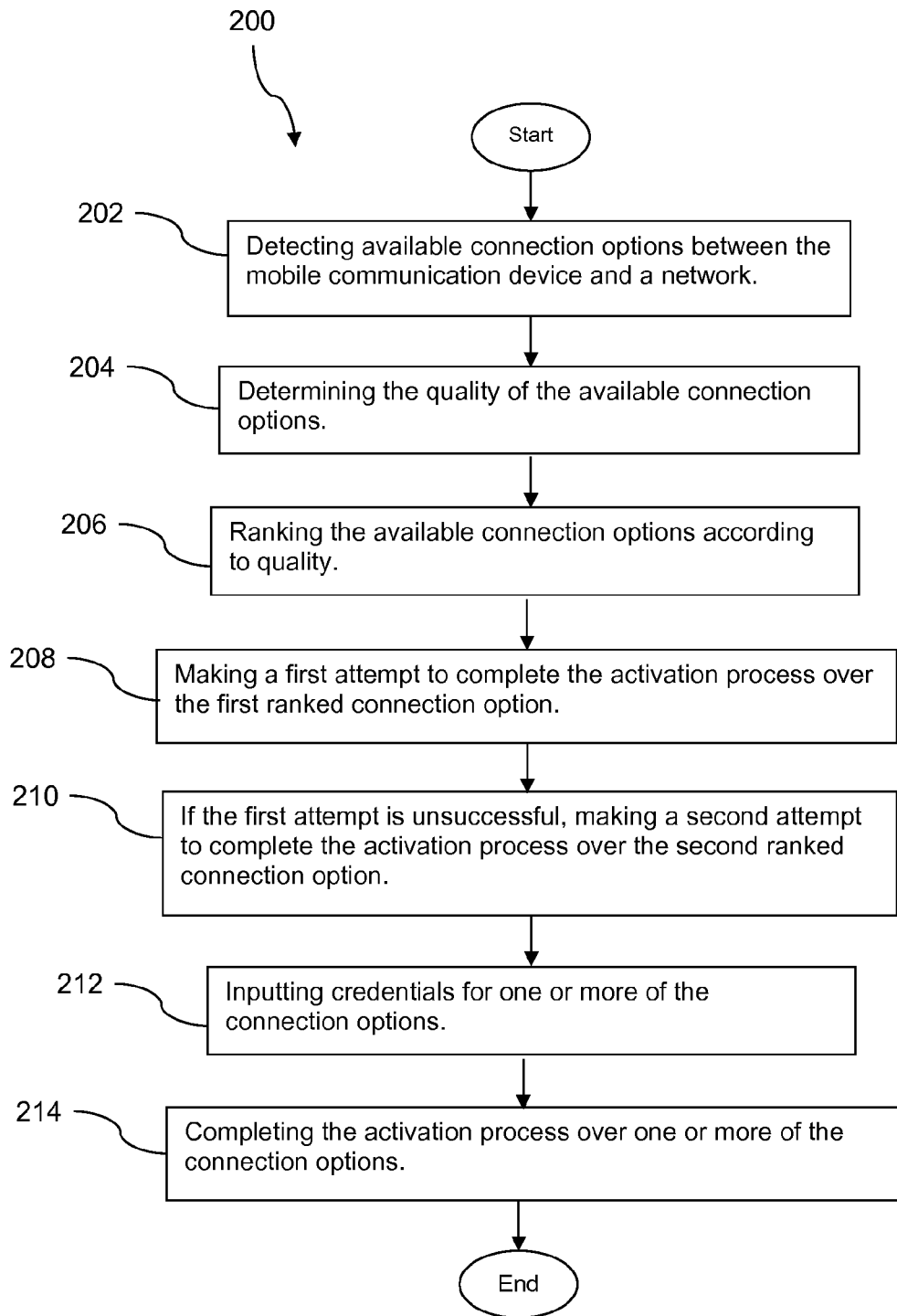
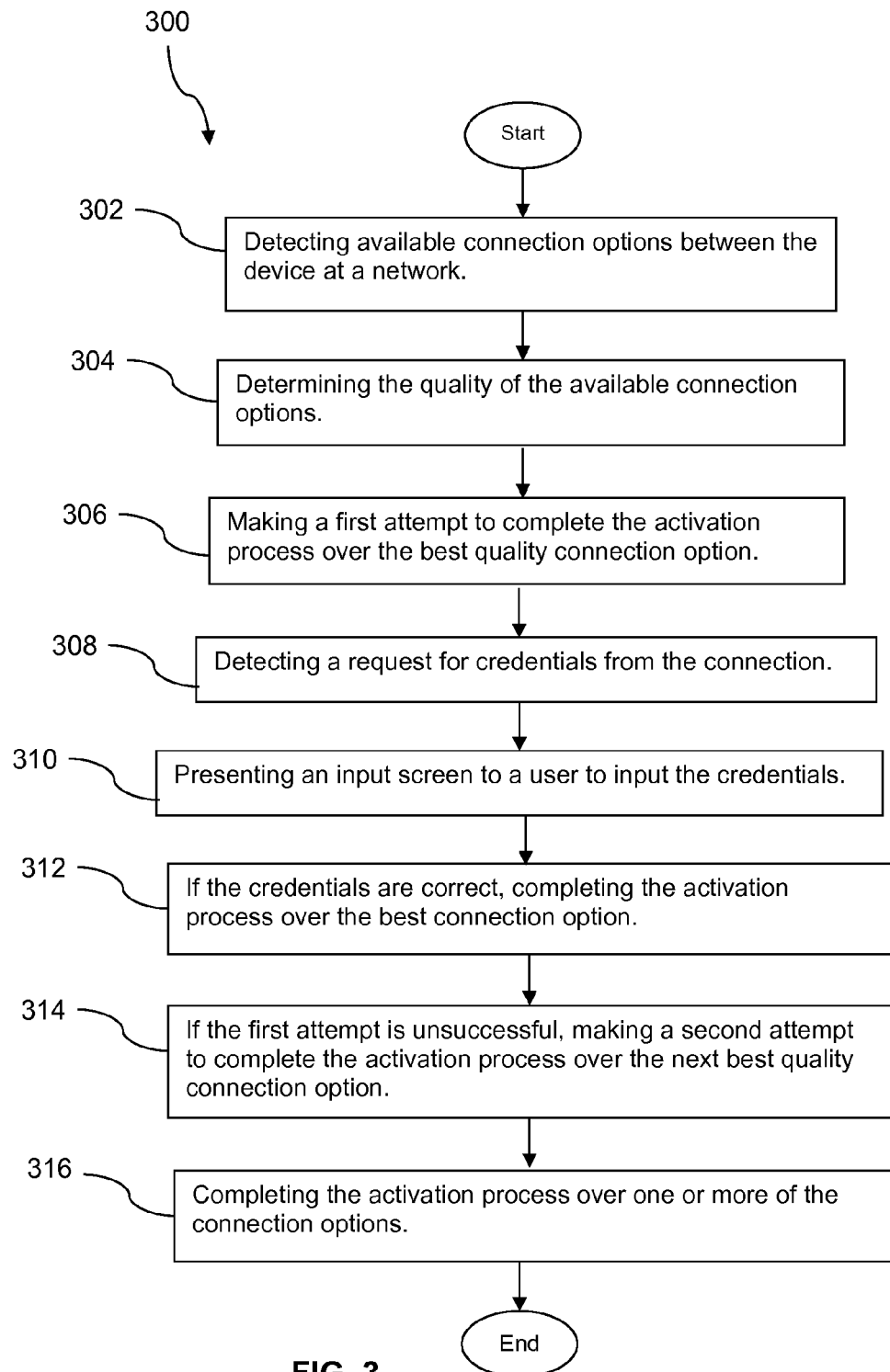


FIG. 2



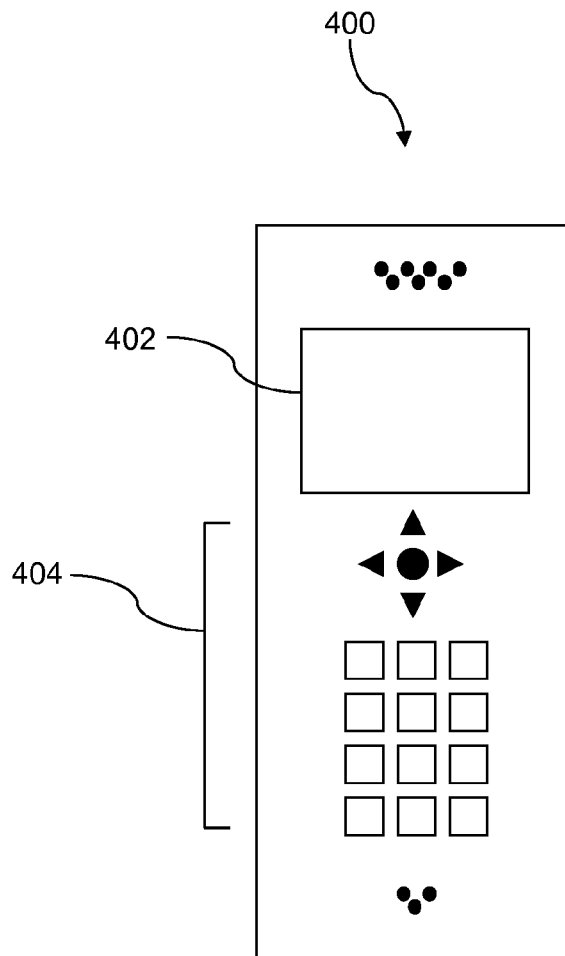


FIG. 4

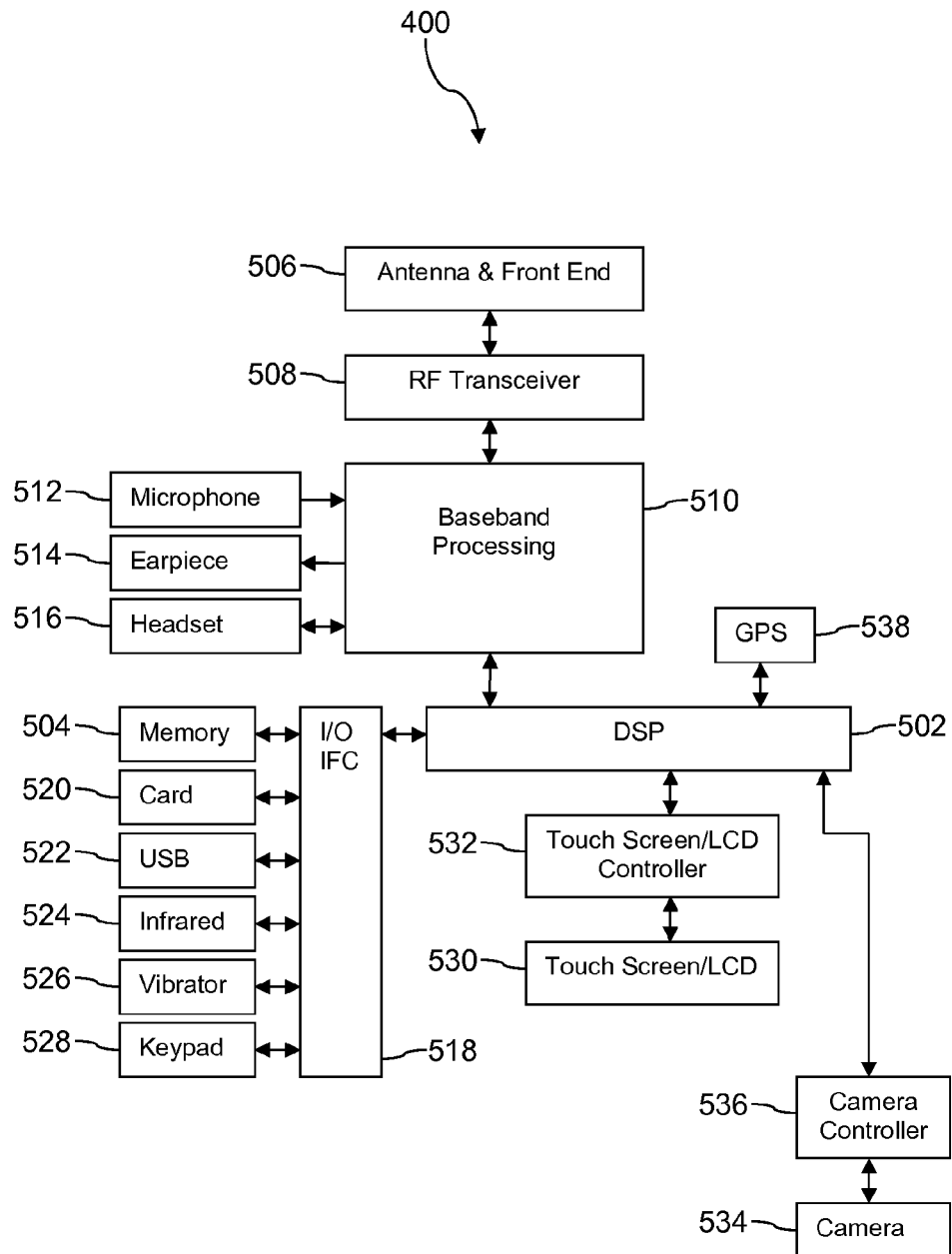


FIG. 5

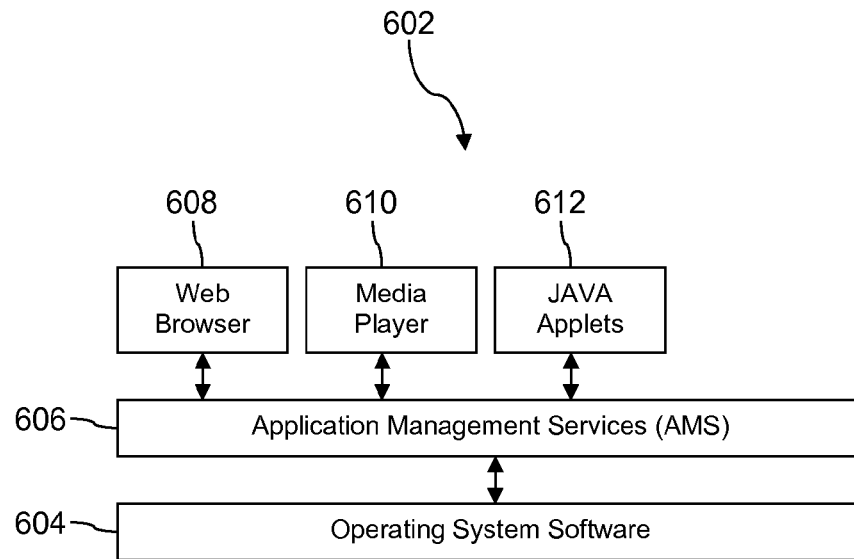


FIG. 6A

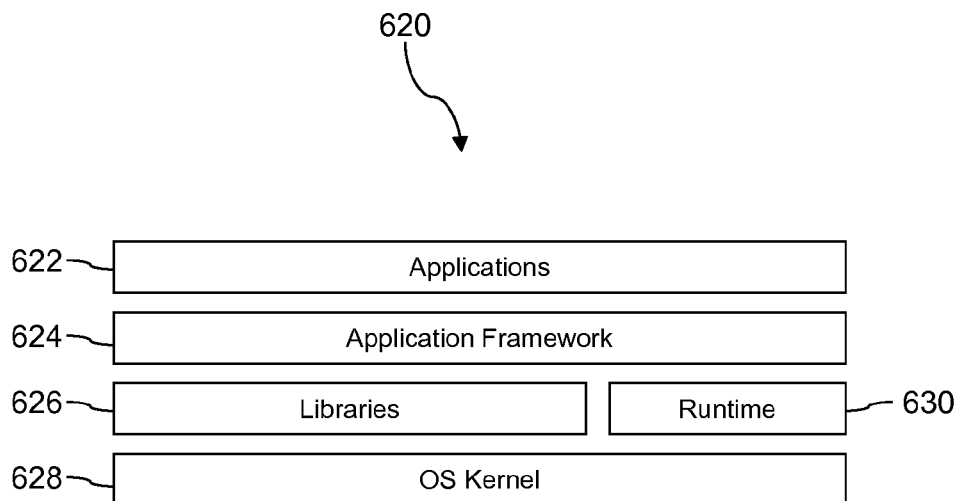


FIG. 6B

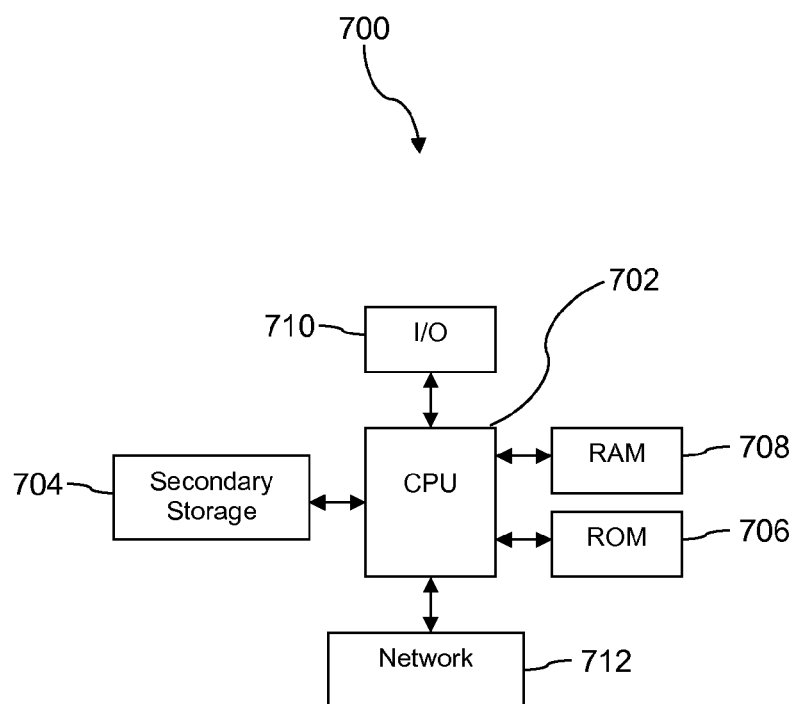


FIG. 7

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ACTIVATION SEQUENCE USING PERMISSION BASED CONNECTION TO NETWORK

CROSS-REFERENCE TO RELATED APPLICATIONS

None.

STATEMENT REGARDING FEDERALLY SPONSORED RESEARCH OR DEVELOPMENT

Not applicable.

REFERENCE TO A MICROFICHE APPENDIX

Not applicable.

BACKGROUND

Mobile communication devices may be purchased at service provider retail stores, electronics retail stores, and/or at general retail stores. A variety of activities may be performed to bring a new mobile communication into service. To use a mobile communication device on a cellular network, it may first be provisioned and/or activated. Provisioning a mobile communication device (e.g. a mobile phone) to operate on a wireless network involves defining and/or adjusting the mobile communication device's settings that are stored in the device and the settings stored on the network, so that the mobile communication device may properly access communication services and/or execute one or more desired applications, and the network may recognize the mobile communication device as authorized to receive service for those applications.

SUMMARY

In an embodiment, a mobile communication device is disclosed. The mobile device comprises a processor, a memory, an activation application stored in the memory. When executed by the processor, the activation application detects available connection options between the mobile communication device and a network and determines the quality of the available connection options. The activation application also makes a first attempt to complete the activation process over the best quality connection option. If the first attempt is unsuccessful, the activation application also makes a second attempt to complete the activation process over the next best quality connection option and completes the activation process on the mobile device over one or more of the connection options; wherein the mobile communication device communicates with a provisioning server via the connection to the network.

In an embodiment, a method for completing an activation process on a mobile device is disclosed. The method comprises detecting available connection options between the device and a network and determining the quality of the available connection options; ranking the available connection options according to quality. The method further comprises making a first attempt to complete the activation process over the first ranked connection option and, if the first attempt is unsuccessful, making a second attempt to complete the activation process over the second ranked connection option. The method further comprises completing the activation process over one or more of the connection options.

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In an embodiment, a method for completing an activation process on a mobile device is disclosed. The method comprises detecting available connection options between the device at a network, determining the quality of the available connection options, and making a first attempt to complete the activation process over the best quality connection option. The method also comprises detecting a request for credentials from the connection, presenting an input screen to a user to input the credentials, and, if the credentials are correct, completing the activation process over the best quality connection option. If the first attempt is unsuccessful, the method comprises making a second attempt to complete the activation process over the next best quality connection option and completing the activation process over one or more of the connection options.

These and other features will be more clearly understood from the following detailed description taken in conjunction with the accompanying drawings and claims.

BRIEF DESCRIPTION OF THE DRAWINGS

For a more complete understanding of the present disclosure, reference is now made to the following brief description, taken in connection with the accompanying drawings and detailed description, wherein like reference numerals represent like parts.

FIG. 1 is an illustration of a communication system according to an embodiment of the disclosure;

FIG. 2 is a flow chart illustrating a method according to an embodiment of the disclosure;

FIG. 3 is a flow chart illustrating another method according to an embodiment of the disclosure;

FIG. 4 is an illustration of a mobile communication device according to an embodiment of the disclosure;

FIG. 5 is a block diagram of a mobile communication device according to an embodiment of the disclosure;

FIG. 6A is a block diagram of a software architecture of a mobile communication device according to an embodiment of the disclosure;

FIG. 6B is a block diagram of another software architecture of a mobile communication device according to an embodiment of the disclosure; and

FIG. 7 illustrates an exemplary computer system suitable for implementing the several embodiments of the disclosure.

DETAILED DESCRIPTION

It should be understood at the outset that although illustrative implementations of one or more embodiments are illustrated below, the disclosed systems and methods may be implemented using any number of techniques, whether currently known or not yet in existence. The disclosure should in no way be limited to the illustrative implementations, drawings, and techniques illustrated below, but may be modified within the scope of the appended claims along with their full scope of equivalents.

Embodiments of the disclosure are directed to methods and systems for completing an activation process on a mobile device. After a mobile device is purchased by a user, the activation process may be completed, where custom settings and information (or customization content) may be delivered to or accessed on the mobile device. Customization content may include graphics, images, audio files, splash screens, opening screens, backgrounds, and tones. Customization content may also include customer service numbers, links to messaging platforms, IP addresses and port numbers, client identification, and market catalogs. The customization con-

tent may be used to complete the activation process on the mobile device, where the customization content may be installed, downloaded, and/or otherwise accessed during the activation process. In some cases, the activation process may be completed by an application on the mobile device, such as an activation application. In some cases, the activation process may be initiated when an activation payload is delivered to the mobile device. The activation payload may comprise instructions for completing the activation process.

To download customization content and/or an activation payload to a mobile device, the mobile device may first establish a connection to a cellular network. An activation application of the mobile device (or another communication application) may be operable to detect available network connection options (or communication channels) between the mobile device and the network. The application may also determine the quality of each of the connection options and rank them based on quality. Quality may be defined based on signal strength, throughput rate, interference, and current traffic load for each of the connection options. For example, channel quality may be considered higher when the channel signal strength is higher, when the channel throughput rate is higher, when channel interference is lower, and current traffic load on the channel is lower.

In an embodiment, the quality of a plurality of alternative available channels may be quantified based on measured and/or indicated values of channel signal strength, channel throughput rate, channel interference, and/or current traffic load on the channel. The quantification may be determined as a linear combination of the several separate metric values or by some other logical operation. In an embodiment, the ranking of quality may be based on such a linear combination of the several separate metric values. In an embodiment, the ranking of quality may be determined based on one or two of the metrics, and if a tie exists, the remaining metrics may be taken into consideration to break the tie.

The application may then attempt to establish a connection to the network using the best connection option, wherein if the attempt is unsuccessful, the next best option may be attempted. Additionally, if a connection option entails the input of credentials, such as a security code, an authorization code, a password, a pin, or a key, to establish the connection, the application may provide an input screen to the user without navigating away from or interrupting the activation process. In some cases, if a first connection to the network is lost for some reason, the application may continue to detect available connection options and attempt to reestablish connection with the network over a different connection. In some cases, the activation process may be completed over multiple connections, or over multiple connection sessions, to the network, and may be paused and reinitiated as desired.

In an embodiment, the application may attempt to complete the activation process or a portion of the activation process over a channel for a predefined period of time. When the predefined period of time expires, the application may attempt to complete the activation process or portion of the activation process over the next best channel, again for a predetermined period of time. The application may ultimately time out on the lowest ranked channel and may then retry the highest ranked channel. In this way the application keeps trying to complete activation or the next portion of activation without blocking indefinitely based on the failure or unavailability of one channel while another alternative channel may in fact be available for continuing the activation or portion of the activation process.

Current systems may typically download the activation payload during the initial startup of the mobile device in one

attempt through a single communication channel (or connection option), with no capability for pausing and restarting the download (i.e. using a multi-stage download) or using multiple communication channels to complete the download.

This may create irritating delays and problems if the channel is blocked or slow. Additionally, current systems may not have the option to provide credentials for a communication channel within the initial startup process. For example, systems may not provide the option for the user to input a security code or authorization code to access the activation payload or a portion of the activation payload through an access point, for example through a WiFi access point. Enabling a device to work with a partial download while also creating a multiple channel, and in some cases a multiple staged, download may improve timing and efficiency during the initial startup of the mobile device. Because these capabilities may result in some use of a partially activated device, data from the activation payload may be preserved once the activation process is completed. To accomplish this, multiple memory partitions on the mobile device may be used to preserve data and/or restrict access to data.

The mobile communication device may have memory established as a system memory partition and a user memory partition. An operating system of the mobile communication device may restrict write access to the system memory partition and may prevent the contents of the system memory partition being erased during reset operations, for example resetting to factory defaults. For example, a user may be prevented from writing to the system memory partition and/or from causing writing to the system memory partition. By contrast, the operating system of the mobile communication device may allow unrestricted write access to the user memory partition. For example, a user of the mobile communication device may be permitted by the operating system to write information into the user memory partition, at least indirectly by exercising user interface control selections, for example entering personal contacts, installing third party applications, downloading ring tones, and the like. During a reset, for example during a reset to factory defaults, the information in the user memory partition may be deleted by the operating system. The ANDROID operating system used by some mobile communication devices may establish a system memory partition and a user memory partition.

The operating system may further provide write access to a carrier memory partition to privileged users or automated processes. For example, an individual providing a carrier memory partition key or password, for example an employee or contractor associated with a wireless communication service provider, may be allowed by the operating system to write to the carrier memory partition. Alternatively, instructions that execute on the mobile communication device may be granted the privilege to write to the carrier memory partition by the operating system based on the instructions providing the key or password. In an embodiment, the key or password is unavailable and unknown to a user of the mobile communication device, for example the key or password may only be known to the wireless service provider and/or carrier. In some cases, this may be used when the activation payload and/or customization content is delivered to the device to prevent unwanted access to the secure information. For example, if the mobile device is reset for any reason, the activation payload may be retained in the carrier partition.

In an embodiment, the instructions may invoke an application programming interface (API) provided by the operating system to write to the carrier memory partition, and the API call may entail providing the key or password associated with the carrier memory partition. In some contexts, this may

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be referred to as a carrier memory partition key or a carrier memory partition password. An automated procedure or function executed on the mobile communication device that presents a carrier memory partition key or password, for example a script wirelessly transmitted to the mobile communication device, may be permitted to write to the carrier memory partition. The carrier memory partition may be used to store branding information. The carrier memory partition further may be used to store other information unrelated to branding and/or customization content. For further details about carrier memory partitions, see U.S. patent application Ser. No. 13/763,428, filed Feb. 8, 2013, entitled "System and Method of Storing Service Brand Packages On a Mobile Device," by Brandon C. Annan, et al., which is hereby incorporated by reference in its entirety.

Turning now to FIG. 1, a communication system 100 is described. In an embodiment, the communication system 100 comprises a mobile communication device 102 comprising a cellular radio transceiver 120, and a plurality of communication applications 108. The mobile communication device 102 may engage in a variety of communication exchanges. The mobile communication device 102 may be a mobile phone, a personal digital assistant (PDA), a media player, a laptop computer, a tablet computer, or another electronic device having a macro cellular radio transceiver.

In an embodiment, the system 100 comprises a network 131. The network 131 may be a private network, a public network, or a combination thereof. The network 131 may promote voice communications and data communications. Portions of the network 131 may provide an IP Multimedia Subsystem (IMS) network. The mobile communication device 102 may couple to the network 131 by a variety of communication paths. The mobile communication device 102 may communicate with a base transceiver station (BTS) 132 via a wireless link according to any of a variety of wireless communications protocols, including but not limited to code division multiple access (CDMA), long-term evolution (LTE), worldwide interoperability for microwave access (WiMAX), global system for mobile communications (GSM), or other wireless communication protocol. In some embodiments, the mobile communication device 102 may communicate with the base transceiver station (BTS) 132 via the cellular radio transceiver 120 of the mobile communication device 102. The wireless link between the mobile communication device 102 and the base transceiver station 132 may couple the mobile communication device 102 to the network 131. Additionally, the base transceiver station 132 may also be known as a cell tower.

It is understood that the system 100 may comprise any number of mobile communication devices 102 and any number of base transceiver stations 132. The collectivity of base transceiver stations 132 may be said to comprise a radio access network, in that these base transceiver stations 132 may provide radio communication links to the mobile communication devices 102 to provide access to the network 131. The radio access network may be abstracted in different ways and may comprise, in addition to the base transceiver stations 132, servers and data stores such as home location registers (HLRs) or servers that implement the functionality of home location registers, visitor location registers (VLRs) or servers that implement the functionality of visitor location registers, base station controllers (BSCs), mobile switching centers (MSCs), and other network nodes that are specifically associated with providing wireless access and connectivity to the mobile communication devices 102.

In some embodiments, the mobile communication device 102 may be operable to communicate with the network 131

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via a wireless access point (AP) 142. In some embodiments, the mobile communication device 102 may use a connection via the wireless access point 142 to receive an activation payload and/or complete an activation process on the mobile communication device 102. For example, the wireless access point 142 may be at a retail store where the mobile communication device 102 is purchased, at the residence or workplace of the user of the mobile communication device 102, and/or a corporate office where the mobile communication device 102 may be configured by a company before being used by an employee of the company. The wireless access point 142 may provide a wireless communication link to the mobile communication device 102 using a WiFi communication protocol or another short-range radio communication protocol (such as near-field communication and/or Bluetooth®). The wireless access point 142 may be communicatively coupled to the network 131 and may communicatively couple the mobile communication device 102 to the network 131.

The communication applications 108 may comprise a voice communication application, a data communication application, a web browser application, an email application, a short message system (SMS) or texting application, a multimedia message system (MMS) application, and other communication applications. The communication applications 108 may be standard communication applications that are delivered by an original equipment manufacturer (OEM) who assembles the mobile communication device 102. The communication applications 108 may be stored as firmware or software in a memory of the mobile communication device 102. The communication applications 108 may expose application programming interfaces (APIs) accessible to other applications to provide wireless communication functionality to the other applications.

The communication applications 108 may be any of a variety of applications. One of the communication applications 108 may be a telephone application that receives dialed digits and attempts to originate a voice call—for example a voice over IP (VoIP) call—to a called telephone. The telephone application may also promote receiving voice calls originated by another communication device. One of the communication applications 108 may be a web browser application that requests content from the network 131, for example by sending out a hypertext transport protocol (HTTP) message embedding a universal reference locator (URL). One of the communication applications 108 may be a media player that requests streaming or downloading media from the network 131. Many of the communication applications 108 may depend upon communication service provided by an IMS network to deliver their functionality to an end user of the mobile communication device 102. One of the communication applications 108 may comprise a mobile transaction interface, where a user may complete a purchase using the application, and secure information, such as credit card information, may be communicated through the application. In some embodiments, the communication applications 108 may be stored in a system memory partition 104 of the memory of the mobile communication device 102.

In some embodiments, the mobile communication device 102 may comprise a memory system divided into one or more partitions. The partitions may include a system memory partition 104, a carrier memory partition 106, and a user memory partition 105. In some embodiments, content may be stored and/or executed in one or more of the memory partitions. In some embodiments, the content stored in the memory of the mobile communication device 102 may be associated with the manufacturer of the device, or may be content that is

pre-loaded onto the device. In some embodiments, the communication applications **108** may be stored in the system memory partition **104**.

Additionally, an activation application **114** may be stored and/or executed in the system memory partition **104**, wherein the activation application **114** may be operable to complete customization or activation processes for the mobile communication device **102**. In some embodiments, one or more of the memory locations may comprise non-volatile or persistent memory. In some embodiments, the activation process may comprise provisioning the mobile communication device **102**, wherein provisioning may comprise setting up the mobile communication device **102** for communication and/or service with the network **131**. In other words, provisioning may enable the mobile communication device **102** to connect to the network **131** to allow communication to and from the mobile communication device **102**.

In some embodiments, an activation payload **113** may be delivered to the mobile communication device **102** during the initial activation of the device **102**, or during a subsequent activation process, such as if the mobile communication device **102** is reset or returned to factory settings. The activation payload **113** may contain information and/or instructions for completing the activation process. In some embodiments, the activation payload **113** may be delivered in accordance with OMA DM (open mobile alliance device management) protocol or framework. In other words, the activation payload **113** may be delivered as an OMA DM payload. In some embodiments, the activation payload **113** may be delivered to the mobile communication device **102** from a provisioning server **138** in communication with the mobile communication device **102** via the network **131**.

In some embodiments, the activation payload **113** may be stored in the carrier memory partition **106** of the mobile communication device **102**. In some embodiments, at least a portion of the activation payload may be stored in a SIM (subscriber identity module) card or a SD (secure digital) card on the mobile communication device **102**, wherein the SIM card or SD card may provide removable memory on the mobile communication device **102**. The activation payload **113** may communicate with the activation application **114**, wherein the activation application **114** may use the data of the activation payload **113** to complete the activation process.

In some embodiments, during the initial, out-of-the-box, operation of the mobile communication device **102**, the mobile communication device **102** may attempt to establish a connection with the network **131** to begin the activation process. For example, the activation application **114** may search for a connection to the network **131** in order to request the activation payload **113**. There may be various connection options available to the mobile communication device **102**, such as cellular, WiFi, Bluetooth, near-field communication, and other wireless connections. Additionally, the mobile device **102** may optionally be connected to the network **131** via a wired connection. In some embodiments, the activation application **114**, or another communication application **108** on the mobile communication device **102**, may be operable to detect available connection options between the mobile communication device **102** and the network **131**. Additionally, the activation application **114** may be operable to determine the quality of each of the connection options based on strength, speed, interference, and traffic, for example. The activation application **114** may also rank the available connection options based on the determined quality, wherein the rank may be used when attempting connections. The activation application **114** may then attempt to complete the activation

process using the available connection options, wherein the best available connection may be attempted first.

In some embodiments, a connection option may entail the input of credentials, such as a password, pin, key, or other identifying information, to use the connection. In this case, the activation application **114** may present the user with a screen or other interface in which to input the credentials. Instead of redirecting the user out of the activation process to input the credentials, the activation application **114** may integrate the presentation of the input screen into the process, such that the activation process is not interrupted. In some embodiments, the user may not have access to the required credentials, such as a password for a WIFI hot spot, and may be given the option to skip that particular connection option and move on to the next best option to attempt to complete the activation process. Additionally, if a connection to the network **131** is lost for any reason, the activation application **114** may continue to detect and attempt connection over multiple options during the activation process, for example over a different communication channel and/or using a different communication protocol, wherein the process may be paused and reinitiated at any time.

In an exemplary embodiment, a user may be at their home when they initiate the activation of the mobile communication device **102**. The connection options available may comprise the user's home WIFI network, a cellular radio connection, and possibly a neighbor's WIFI network. The mobile communication device **102** may attempt to establish a connection with the home WIFI network, wherein a screen may be presented to the user to input the password for the WIFI. At some point during the activation process, the user's home WIFI network may be compromised for some reason. The device may then attempt to make a connection via the neighbor's WIFI network and present the user with a screen to input the password. However, the user may not have the password, and may therefore choose to skip or reject the connection via the neighbor's WIFI network. Instead of getting stuck trying to connect to the neighbor's WIFI network, the application may then move on and attempt other available connection options, such as the cellular connection and/or the user's home WIFI network (if it is reestablished).

Turning now to FIG. 2, a method **200** for activation of a mobile communication device is described. At block **202**, available connection options may be detected between the mobile communication device and a network. At block **204**, the quality of the available connection options may be determined. In some embodiments, available connection options may comprise a cellular connection, a WIFI connection, a Bluetooth connection, and a near-field communication connection. At block **206**, the available connection options may be ranked according to quality. At block **208**, a first attempt may be made to complete the activation process over the first ranked connection option.

In some embodiments, if the first attempt is unsuccessful, at block **210**, a second attempt may be made to complete the activation process over the second ranked connection option. In some embodiments, the method **200** may optionally comprise, at block **212**, inputting credentials for one or more of the connection options. At block **214**, the activation process may be completed over one or more of the connection options. In some embodiments, the quality of the available connection options may be determined based on signal strength, throughput rate, interference, and current traffic load. In some embodiments, the first attempt may be unsuccessful because the connection entails the input of credentials that the user does not have or know. In some embodiments, the method may be completed by an activation application on

the mobile device. In some embodiments, the activation application may detect the request for credentials for a particular connection and may provide an input screen to the user to input the credentials. In some embodiments, successive attempts to connect to the network may be made until the activation process is completed. In some embodiments, the activation process may be paused if the connection to the network is lost, and the process may continue if the connection to the network is reestablished.

Turning now to FIG. 3, a method 300 for activation of a mobile device is described. At block 302, available connection options may be detected between the mobile communication device and a network. At block 304, the quality of the available connection options may be determined. At block 306, a first attempt may be made to complete the activation process over the best quality connection option. At block 308, a request for credentials may be detected from the connection. At block 310, an input screen may be presented to a user to input the credentials. At block 312, if the credentials are correct, the activation process may be completed over the best quality connection option.

At block 314, if the first attempt is unsuccessful, a second attempt may be made to complete the activation process over the next best quality connection option. At block 316, the activation process may be completed over one or more of the connection options. In some embodiments, the method 300 may further comprise, if the second attempt is unsuccessful, successive attempts to connect to the network are made until the activation process is completed. In some embodiments, the method 300 may further comprise receiving an activation payload to the device via the connection with the network, wherein the activation process is at least partially completed using the activation payload. In some embodiments, the method may be completed by an activation application on the mobile communication device. In some embodiments, the activation process may be partially completed over each of a plurality of different connection options. In some embodiments, the activation process may be paused if the connection to the network is lost, and the process may continue if the connection to the network is reestablished.

FIG. 4 depicts the mobile device 400, which is operable for implementing aspects of the present disclosure, but the present disclosure should not be limited to these implementations. Though illustrated as a mobile phone, the mobile device 400 may take various forms including a wireless handset, a pager, a personal digital assistant (PDA), a gaming device, or a media player. The mobile device 400 includes a display 402 and a touch-sensitive surface and/or keys 404 for input by a user. The mobile device 400 may present options for the user to select, controls for the user to actuate, and/or cursors or other indicators for the user to direct. The mobile device 400 may further accept data entry from the user, including numbers to dial or various parameter values for configuring the operation of the handset. The mobile device 400 may further execute one or more software or firmware applications in response to user commands. These applications may configure the mobile device 400 to perform various customized functions in response to user interaction. Additionally, the mobile device 400 may be programmed and/or configured over-the-air, for example from a wireless base station, a wireless access point, or a peer mobile device 400. The mobile device 400 may execute a web browser application which enables the display 402 to show a web page. The web page may be obtained via wireless communications with a base transceiver station, a wireless network access node, a peer mobile device 400 or any other wireless communication network or system.

FIG. 5 shows a block diagram of the mobile device 400. While a variety of known components of handsets are depicted, in an embodiment a subset of the listed components and/or additional components not listed may be included in the mobile device 400. The mobile device 400 includes a digital signal processor (DSP) 502 and a memory 504. As shown, the mobile device 400 may further include an antenna and front end unit 506, a radio frequency (RF) transceiver 508, a baseband processing unit 510, a microphone 512, an earpiece speaker 514, a headset port 516, an input/output interface 518, a removable memory card 520, a universal serial bus (USB) port 522, an infrared port 524, a vibrator 526, a keypad 528, a touch screen liquid crystal display (LCD) with a touch sensitive surface 530, a touch screen/LCD controller 532, a camera 534, a camera controller 536, and a global positioning system (GPS) receiver 538. In an embodiment, the mobile device 400 may include another kind of display that does not provide a touch sensitive screen. In an embodiment, the DSP 502 may communicate directly with the memory 504 without passing through the input/output interface 518. Additionally, in an embodiment, the mobile device 400 may comprise other peripheral devices that provide other functionality.

The DSP 502 or some other form of controller or central processing unit operates to control the various components of the mobile device 400 in accordance with embedded software or firmware stored in memory 504 or stored in memory contained within the DSP 502 itself. In addition to the embedded software or firmware, the DSP 502 may execute other applications stored in the memory 504 or made available via information carrier media such as portable data storage media like the removable memory card 520 or via wired or wireless network communications. The application software may comprise a compiled set of machine-readable instructions that configure the DSP 502 to provide the desired functionality, or the application software may be high-level software instructions to be processed by an interpreter or compiler to indirectly configure the DSP 502.

The DSP 502 may communicate with a wireless network via the analog baseband processing unit 510. In some embodiments, the communication may provide Internet connectivity, enabling a user to gain access to content on the Internet and to send and receive e-mail or text messages. The input/output interface 518 interconnects the DSP 502 and various memories and interfaces. The memory 504 and the removable memory card 520 may provide software and data to configure the operation of the DSP 502. Among the interfaces may be the USB port 522 and the infrared port 524. The USB port 522 may enable the mobile device 400 to function as a peripheral device to exchange information with a personal computer or other computer system. The infrared port 524 and other optional ports such as a Bluetooth® interface or an IEEE 802.11 compliant wireless interface may enable the mobile device 400 to communicate wirelessly with other nearby handsets and/or wireless base stations.

The keypad 528 couples to the DSP 502 via the interface 518 to provide one mechanism for the user to make selections, enter information, and otherwise provide input to the mobile device 400. Another input mechanism may be the touch screen LCD 530, which may also display text and/or graphics to the user. The touch screen LCD controller 532 couples the DSP 502 to the touch screen LCD 530. The GPS receiver 538 is coupled to the DSP 502 to decode global positioning system signals, thereby enabling the mobile device 400 to determine its position.

FIG. 6A illustrates a software environment 602 that may be implemented by the DSP 502. The DSP 502 executes oper-

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ating system software **604** that provides a platform from which the rest of the software operates. The operating system software **604** may provide a variety of drivers for the handset hardware with standardized interfaces that are accessible to application software. The operating system software **604** may be coupled to and interact with application management services (AMS) **606** that transfer control between applications running on the mobile device **400**. Also shown in FIG. 6A are a web browser application **608**, a media player application **610**, and JAVA applets **612**. The web browser application **608** may be executed by the mobile device **400** to browse content and/or the Internet, for example when the mobile device **400** is coupled to a network via a wireless link. The web browser application **608** may permit a user to enter information into forms and select links to retrieve and view web pages. The media player application **610** may be executed by the mobile device **400** to play audio or audiovisual media. The JAVA applets **612** may be executed by the mobile device **400** to provide a variety of functionality including games, utilities, and other functionality.

FIG. 6B illustrates an alternative software environment **620** that may be implemented by the DSP **502**. The DSP **502** executes operating system software **628** (for example an operating system kernel) and an execution runtime **630**. The DSP **502** executes applications **622** that may execute in the execution runtime **630** and may rely upon services provided by the application framework **624**. Applications **622** and the application framework **624** may rely upon functionality provided via the libraries **626**.

FIG. 7 illustrates a computer system **700** suitable for implementing one or more embodiments disclosed herein. The computer system **700** includes a processor **702** (which may be referred to as a central processor unit or CPU) that is in communication with memory devices including secondary storage **704**, read only memory (ROM) **706**, random access memory (RAM) **708**, input/output (I/O) devices **710**, and network connectivity devices **712**. The processor **702** may be implemented as one or more CPU chips.

It is understood that by programming and/or loading executable instructions onto the computer system **700**, at least one of the CPU **702**, the RAM **708**, and the ROM **706** are changed, transforming the computer system **700** in part into a particular machine or apparatus having the novel functionality taught by the present disclosure. It is fundamental to the electrical engineering and software engineering arts that functionality that can be implemented by loading executable software into a computer can be converted to a hardware implementation by well known design rules. Decisions between implementing a concept in software versus hardware typically hinge on considerations of stability of the design and numbers of units to be produced rather than any issues involved in translating from the software domain to the hardware domain. Generally, a design that is still subject to frequent change may be preferred to be implemented in software, because re-spinning a hardware implementation is more expensive than re-spinning a software design. Generally, a design that is stable that will be produced in large volume may be preferred to be implemented in hardware, for example in an application specific integrated circuit (ASIC), because for large production runs the hardware implementation may be less expensive than the software implementation. Often a design may be developed and tested in a software form and later transformed, by well known design rules, to an equivalent hardware implementation in an application specific integrated circuit that hardwires the instructions of the software. In the same manner as a machine controlled by a new ASIC is a particular machine or apparatus, likewise a

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computer that has been programmed and/or loaded with executable instructions may be viewed as a particular machine or apparatus.

The secondary storage **704** is typically comprised of one or more disk drives or tape drives and is used for non-volatile storage of data and as an over-flow data storage device if RAM **708** is not large enough to hold all working data. Secondary storage **704** may be used to store programs which are loaded into RAM **708** when such programs are selected for execution. The ROM **706** is used to store instructions and perhaps data which are read during program execution. ROM **706** is a non-volatile memory device which typically has a small memory capacity relative to the larger memory capacity of secondary storage **704**. The RAM **708** is used to store volatile data and perhaps to store instructions. Access to both ROM **706** and RAM **708** is typically faster than to secondary storage **704**. The secondary storage **704**, the RAM **708**, and/or the ROM **706** may be referred to in some contexts as computer readable storage media and/or non-transitory computer readable media.

I/O devices **710** may include printers, video monitors, liquid crystal displays (LCDs), touch screen displays, keyboards, keypads, switches, dials, mice, track balls, voice recognizers, card readers, paper tape readers, or other well-known input devices.

The network connectivity devices **712** may take the form of modems, modem banks, Ethernet cards, universal serial bus (USB) interface cards, serial interfaces, token ring cards, fiber distributed data interface (FDDI) cards, wireless local area network (WLAN) cards, radio transceiver cards such as code division multiple access (CDMA), global system for mobile communications (GSM), long-term evolution (LTE), worldwide interoperability for microwave access (WiMAX), and/or other air interface protocol radio transceiver cards, and other well-known network devices. These network connectivity devices **712** may enable the processor **702** to communicate with the Internet or one or more intranets. With such a network connection, it is contemplated that the processor **702** might receive information from the network, or might output information to the network in the course of performing the above-described method steps. Such information, which is often represented as a sequence of instructions to be executed using processor **702**, may be received from and outputted to the network, for example, in the form of a computer data signal embodied in a carrier wave.

Such information, which may include data or instructions to be executed using processor **702** for example, may be received from and outputted to the network, for example, in the form of a computer data baseband signal or signal embodied in a carrier wave. The baseband signal or signal embedded in the carrier wave, or other types of signals currently used or hereafter developed, may be generated according to several methods well known to one skilled in the art. The baseband signal and/or signal embedded in the carrier wave may be referred to in some contexts as a transitory signal.

The processor **702** executes instructions, codes, computer programs, scripts which it accesses from hard disk, floppy disk, optical disk (these various disk based systems may all be considered secondary storage **704**), ROM **706**, RAM **708**, or the network connectivity devices **712**. While only one processor **702** is shown, multiple processors may be present. Thus, while instructions may be discussed as executed by a processor, the instructions may be executed simultaneously, serially, or otherwise executed by one or multiple processors. Instructions, codes, computer programs, scripts, and/or data that may be accessed from the secondary storage **704**, for example, hard drives, floppy disks, optical disks, and/or other

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device, the ROM 706, and/or the RAM 708 may be referred to in some contexts as non-transitory instructions and/or non-transitory information.

In an embodiment, the computer system 700 may comprise two or more computers in communication with each other that collaborate to perform a task. For example, but not by way of limitation, an application may be partitioned in such a way as to permit concurrent and/or parallel processing of the instructions of the application. Alternatively, the data processed by the application may be partitioned in such a way as to permit concurrent and/or parallel processing of different portions of a data set by the two or more computers. In an embodiment, virtualization software may be employed by the computer system 700 to provide the functionality of a number of servers that is not directly bound to the number of computers in the computer system 700. For example, virtualization software may provide twenty virtual servers on four physical computers. In an embodiment, the functionality disclosed above may be provided by executing the application and/or applications in a cloud computing environment. Cloud computing may comprise providing computing services via a network connection using dynamically scalable computing resources. Cloud computing may be supported, at least in part, by virtualization software. A cloud computing environment may be established by an enterprise and/or may be hired on an as-needed basis from a third party provider. Some cloud computing environments may comprise cloud computing resources owned and operated by the enterprise as well as cloud computing resources hired and/or leased from a third party provider.

In an embodiment, some or all of the functionality disclosed above may be provided as a computer program product. The computer program product may comprise one or more computer readable storage medium having computer usable program code embodied therein to implement the functionality disclosed above. The computer program product may comprise data structures, executable instructions, and other computer usable program code. The computer program product may be embodied in removable computer storage media and/or non-removable computer storage media. The removable computer readable storage medium may comprise, without limitation, a paper tape, a magnetic tape, magnetic disk, an optical disk, a solid state memory chip, for example analog magnetic tape, compact disk read only memory (CD-ROM) disks, floppy disks, jump drives, digital cards, multimedia cards, and others. The computer program product may be suitable for loading, by the computer system 700, at least portions of the contents of the computer program product to the secondary storage 704, to the ROM 706, to the RAM 708, and/or to other non-volatile memory and volatile memory of the computer system 700. The processor 702 may process the executable instructions and/or data structures in part by directly accessing the computer program product, for example by reading from a CD-ROM disk inserted into a disk drive peripheral of the computer system 700. Alternatively, the processor 702 may process the executable instructions and/or data structures by remotely accessing the computer program product, for example by downloading the executable instructions and/or data structures from a remote server through the network connectivity devices 712. The computer program product may comprise instructions that promote the loading and/or copying of data, data structures, files, and/or executable instructions to the secondary storage 704, to the ROM 706, to the RAM 708, and/or to other non-volatile memory and volatile memory of the computer system 700.

In some contexts, the secondary storage 704, the ROM 706, and the RAM 708 may be referred to as a non-transitory

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computer readable medium or a computer readable storage media. A dynamic RAM embodiment of the RAM 708, likewise, may be referred to as a non-transitory computer readable medium in that while the dynamic RAM receives electrical power and is operated in accordance with its design, for example during a period of time during which the computer system 700 is turned on and operational, the dynamic RAM stores information that is written to it. Similarly, the processor 702 may comprise an internal RAM, an internal ROM, a cache memory, and/or other internal non-transitory storage blocks, sections, or components that may be referred to in some contexts as non-transitory computer readable media or computer readable storage media.

While several embodiments have been provided in the present disclosure, it should be understood that the disclosed systems and methods may be embodied in many other specific forms without departing from the spirit or scope of the present disclosure. The present examples are to be considered as illustrative and not restrictive, and the intention is not to be limited to the details given herein. For example, the various elements or components may be combined or integrated in another system or certain features may be omitted or not implemented.

Also, techniques, systems, subsystems, and methods described and illustrated in the various embodiments as discrete or separate may be combined or integrated with other systems, modules, techniques, or methods without departing from the scope of the present disclosure. Other items shown or discussed as directly coupled or communicating with each other may be indirectly coupled or communicating through some interface, device, or intermediate component, whether electrically, mechanically, or otherwise. Other examples of changes, substitutions, and alterations are ascertainable by one skilled in the art and could be made without departing from the spirit and scope disclosed herein.

What is claimed is:

1. A mobile communication device comprising:

- a processor;
- a non-transitory memory;
- an activation application stored in the non-transitory memory that when executed by the processor, configures the processor to:
 - prior to making a first attempt to complete an activation process to initially activate the mobile communication device, detect available connection options between the mobile communication device and a network;
 - determine the quality of each of the detected available connection options;
 - in response to determining the quality of each of the available connection options, make the first attempt to complete the activation process over the best quality connection option among the detected available connection options;
 - in response to the first attempt being unsuccessful, make a second attempt to complete the activation process over the next best quality connection option among the detected available connection options;
 - receive an activation payload from a provisioning server via at least one connection to the network over at least one of the detected available connection options to the network; and
 - using the activation payload, complete the activation process on the mobile device via the at least one connection to the network over at least one of the detected available connection options to the network.

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2. The device of claim 1, wherein the non-transitory memory of the mobile communication device comprises a system partition, a carrier partition, and a user partition.

3. The device of claim 1, wherein the available connection options comprise a cellular connection, a WIFI connection, a Bluetooth connection, and a near-field communication connection.

4. The device of claim 1, wherein successive attempts to connect to the network are made until the activation process is completed, and wherein the activation process is paused if the at least one connection to the network is lost, and the process continues if the at least one connection to the network is reestablished.

5. A method for completing an activation process on a mobile communication device comprising:

prior to making a first attempt to complete an activation process to initially activate a mobile communication device, detecting, by an activation application stored in a non-transitory memory of the mobile communication device and executable by a processor of the mobile communication device, available connection options between the mobile communication device and a network;

determining, by the activation application, the quality of each of the detected available connection options;

ranking, by the activation application, the detected available connection options according to quality;

in response to determining the quality and the ranking of each of the detected available connection options, making, by the activation application, the first attempt to complete the activation process over the first ranked connection option among the detected available connection options;

in response to the first attempt being unsuccessful, making, by the activation application, a second attempt to complete the activation process over the second ranked connection option among the detected available connection options;

receiving, by the activation application, an activation payload via at least one connection to the network over at least one of the detected available connection options to the network; and

using the activation payload, completing, by the activation application, the activation process via the at least one connection to the network over at least one of the detected available connection options.

6. The method of claim 5, wherein available connection options comprise a cellular connection, a WIFI connection, a Bluetooth connection, and a near-field communication connection.

7. The method of claim 5, wherein the quality of the available connection options is determined based on signal strength, throughput rate, interference, and current traffic load.

8. The method of claim 5, wherein the first attempt is unsuccessful because the at least one connection requires the input of credentials that a user of the mobile communication device does not have or know.

9. The method of claim 5, further comprising inputting credentials for one or more of the detected available connection options.

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10. The method of claim 9, wherein the activation application detects the request for credentials for a particular connection and provides an input screen to the user to input the credentials.

11. The method of claim 5, wherein successive attempts to connect to the network are made until the activation process is completed.

12. The method of claim 11, wherein the activation process is paused if the at least one connection to the network is lost, and the process continues if the at least one connection to the network is reestablished.

13. A method for completing an activation process on a mobile communication device comprising:

prior to making a first attempt to complete an activation process to initially activate a mobile communication device, detecting, by an activation application stored in a non-transitory memory of the mobile communication device and executable by a processor of the mobile communication device, available connection options between the mobile communication device at a network; determining, by the activation application, the quality of each of the detected available connection options;

in response to determining the quality of each of the detected available connection options, making, by the activation application, the first attempt to complete the activation process over the best quality connection option among the detected available connection options; detecting, by the activation application, a request for credentials from a connection corresponding to the best quality connection option;

presenting an input screen to a user to input the credentials; in response to the credentials being correct, at least partially completing, by the activation application, the activation process over the best quality connection option among the detected available connection options;

in response to the first attempt being unsuccessful, making, by the activation application, a second attempt to complete the activation process over the next best quality connection option among the detected available connection options;

receiving, by the activation application, an activation payload via at least one connection with the network over at least one of the detected available connection options; and

completing, by the activation application, the activation process via the at least one connection to the network over at least one of the detected available connection options, wherein the activation process is at least partially completed using the activation payload.

14. The method of claim 13, further comprising, if the second attempt is unsuccessful, making successive attempts to connect to the network until the activation process is completed.

15. The method of claim 13, wherein the activation process is partially completed over each of a plurality of different connection options.

16. The method of claim 15, wherein the activation process is paused if the at least one connection to the network is lost, and the process continues if the at least one connection to the network is reestablished.

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